



# **ALIEN 8**

## **CONTROLLING YOUR ROBOT**

### **KEYBOARD CONTROLS**

**LEFT** Alien 8 will turn left using the **Z**, **C**, **B** and **M** keys.

**RIGHT** Alien 8 will turn right using the **X**, **V**, and **N** keys.

**MOVE FORWARD** Alien 8 will move forward using any key on the second row, **A**, **S**, **D**, **F**, etc.

**JUMP** Alien 8 will jump using any key on the third row **Q**, **W**, **E**, **R**, etc.

**PICK UP/DROP** Alien 8 will pick up or drop an object using the **I-O** keys.

**PAUSE** The whole game can be paused by using the **SHIFT** key.

### **JOYSTICK CONTROLS**

Your Robot can be fully controlled by using a **JOYSTICK**, by replacing the **LEFT**, **RIGHT**, **FORWARD**, **JUMP** and **PICK UP/DROP** commands.

### **DIRECTIONAL CONTROLS**

**PICK UP/DROP** is operated by using the **SPACE BAR** on the **DIRECTIONAL CONTROL**.

## **GUARANTEE**

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

Due to the enormous complexity and nature of the interactive **ALIEN 8 G.A.S.** adventure software, it is almost impossible to guarantee continuous error-free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

## **THE PLANET**

**Long long ago . . . in a distant galaxy, on a distant dying planet, the last of the guardians prepare their starship for its final journey. All of the libraries, records and knowledge have been stored aboard the vessel, along with the very best of their cryogenically preserved race.**

**The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated, and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of intelligence.**

**All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.**

# **THE JOURNEY**

**Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermotion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting . . .**

**The long journey is near completion as the central computer alerts you to the nearing of the pre-destined solar system. The dust of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.**

**The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately the starship slows to sub-hyper-warp speeds, is open to attack.**

**All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship.**

**The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All**

cryogenic systems must be reactivated before auto-phase thrusting systems manoeuvre the ship into its semi-cyclic planetary orbit, at 0 light years from the planet.

Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.

## **INSTRUCTION MANUAL**

### **The Starship**

- A.** The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is relatively safe and untroubled.  
Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.
- B.** Once the starship has slowed down into sub-hyper-warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable a recovery to be made.
- C.** The starship is equipped with indestructable multi-control directional robodroids.



## **ALIEN 8 Programming**

- A. All cryonaughts must remain activated.**
- B. Locate and recover all thermolec valves and ALIEN 8 replacement packs.**
- C. Ensure all thermolec valves are in the correct sockets, to ensure continuing activation.**
- D. Locate and activate all cryogenic chambers.**
- E. All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.**
- F. You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions etc.**

**FAILURE TO COMPLETE ANY OF THE ABOVE WILL MEAN: THAT YOU HAVE NOT FULFILLED YOUR PROGRAMMING, AND YOU MAY BE SUBJECT TO RE-PROGRAMMING. SHOULD YOU FAIL TO FULFIL YOUR PROGRAMMING THEN THE SHIP AND ALL CRYONAUGHTS WILL BE LOST.**

# FEATURES

ALIEN 8 features filmation © a unique process whereby you have complete freedom within the confines of your imagination, to do as you wish with any of the items found within ALIEN 8.

Filmation©	3 Dimensional Movement
Alien 8	Moving Floorways
Traps	Different Levels
Cryogenic Immersion	Extra Lives
Tests	Balconies
Obstacles	Storage Chambers
3D Scenario	Life Support Systems
Monsters	Cryogenic Chambers
Podules	Cryonaughts
Space Craft	Hidden Circuits
Corridors	Superb Graphics
Blocks	Amazing Animation
Plungers	Obelisks
Materializations	Stairways
Multi Lives	Portals
Jump Button	Alien Eggs
Continuous Pause	Egg Shells
Collection Feature	Life Support Valves
Control Panel	Life Support Sockets
Light Yearometer	Alien Guards
Life Support Activation	Plasmic Ushers
Status Display	Superb Sound
Disappearing Corridors	Trap Doors
Rising Balconies	Aliens
Slides	

All software, graphics and audio visual by  
**ULTIMATE PLAY THE GAME**  
Trade Name of Ashby Computers & Graphics Ltd.  
Made in England  
**485010**

## **ALIEN 8**

### **LOADING INSTRUCTIONS**

- 1.** Place the cassette tape in the recorder and rewind to the beginning.
- 2.** Type RUN"
- 3.** Press PLAY on the cassette recorder.
- 4.** Press any key.
- 5.** ALIEN 8 will now load automatically.  
If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
- 6.** PLAY THE GAME.

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